ELECTRO BRAIN™

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EmuMovies

NES-BR-USA

ELIMINATOR BOAT DUEL™

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

This game is licensed by Nintendo for play on the

Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

Thank you for purchasing Electro Brain Corp.'s original race em' and chase em' sports pak "Eliminator Boat Duel" for your Nintendo Home Entertainment System. Before you slide in behind the wheel and take the controls of your Eliminator we recommend you read the following instructions carefully.

Please read this instruction booklet carefully to familiarize yourself with the general play of the game, as well as the proper handling of your new game pak. Then keep this instruction booklet handy to use as a reference guide.

PRECAUTIONS

1) Do not touch the game pak's terminal connectors. Keep them free of dust and moisture.
2) Store your game pak at room temperature. Avoid extremely hot or cold temperatures.
3) Do not clean with paint thinner, benzene, alcohol, or other such solvents.
4) Avoid subjecting your game pak to shock. Never attempt to open or dismantle it.

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ELIMINATOR BOAT DUEL

THE DRIVING LESSON

Insert your Eliminator Boat Duel game pak into your Nintendo Home Entertainment System. Make sure the power is on.

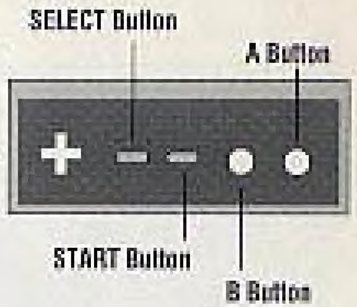
As the title screen appears you will be able to cycle through the levels of the game by using the select button. Your choices are:

- 1 player easy difficulty
- 1 player normal difficulty
- 1 player expert difficulty
- 2 player competition mode

Once you have selected a level press start.*

*Note: (If you select a computer opponent you will see who you are racing against and some accompanying threat describing how bad you're going to be schooled in the upcoming race. To ignore such attrocities press the A or B button.)

- A button, the ole gas pedal—
- B button, ignition of the nitros if you've got em' in stock—
- Select button, no function—
- Start button, pause—
- To control the direction of the boat press the joypad left or right for the respective turns



Controller 1 - used for all games.
Controller 2 - used only for two player games.

The starting line is a sideview of the course. Watch for the beautiful flag babe to give the signal. When the checkered flag is flown put the pedal to the metal and watch her roar! (Be careful! Don't anticipate the flag, doing so could land you a false start and a stiff fine to the tune of $2,000.)

- The flag—
- Red Eliminator, you—
- Green something, him—

As the opening straightaway scrolls to the right you are thrust into the race either in the buoy section (backview) or the overhead section. The overhead section consists of the three different waterways of sport: The bayou, ocean and the wharf. Navigate your Eliminator through the 25 courses avoiding harmful floating menaces and pick up rewards of cash or nitros to dethrone Don. Each course has natural surroundings which create the path you must follow.

The Bayou

The Ocean

The Wharf

You have an instrument panel located on the top and bottom portions of the screen. Be sure and study it closely on every run. It gives valuable information about:

- The number of nitros you have in stock—
- Amount of damage each boat has sustained—
- Which leg of the race you are in—
- A time clock—

Each race is unique and there are 25 different courses to be run. How many of these courses you see is dependent on how aggressive a driver you are and how far you advance.

At times the boating bullies will try to rough you up a little. Though initial combat may seem light you better believe these nasties mean no less than to make you crash and burn. Actual combat may be utilized by catching air off course obstacles and landing on top of your opponent. If you damage him enough he will sink. This will give you a $50,000 bonus to beef up your boat. Of course don't be a bonehead, use some common sense about this as you will also receive some damage to your boat. That could put the $50,000 in his pocket and you'll be swimming back to shore if you sink.*

*Note: (Every time a boat sustains damage it will flash blue.)

THE COURSE ICONS

On each course there are objects and obstacles hidden. Pick up the rewards but watch out for the hull munchers.

NITRO — Found everywhere. An extra push of power. Nine can be held.

COOL CASH — $10,000 for pocket money.

RADIOACTIVE BARREL — When you hit this thing you'll be launched ahead of the competition.

PLATFORM — Use this to jump over the enemy.

THE NASTY BOYS

THE CAJUN — Watch out for these guys, they hide in the center of the bayou and love to chew on your hull.

QUICKFIN — These ocean dwellers mistake your boat for food.

JACK THE GRIPPER — Don't get locked up in his wrong hands, err, claws.

SWIRLY — When you fall into these you'll slow down and change direction.

PEEPING TOM — He's trying to find the submarine races.

FLOATING LOG — Hit this and pay the price in repairs.

WAVING GIRL — Waving girl indicates the boat is nearing the end of a leg.

GREEN FLAG — Pain in the rudder, all this guy does is get in the way.

WHITE FLAG The aboves' evil twin, this guy will make your boat pay the price for messing with him.

THE RACE IS WON!

If you win the race you'll recognize yourself as the handsome devil holding the trophy and the gorgeous girl. Oh, by the way, the glum gomer in the corner is your opponent.

At this time you can also see how much money you raked in. But beware, if you lose your opponent captures not only the limelight, the trophy and the cash but the heart of the girl as well. Oh, that hurts. From here you either continue onto the next race or are finished if you have lost two races. For all two player games the races are over when three runs are lost by an individual player.

The prize money total is dependent on $5,000 awarded for each leg of the race won plus tack on an additional $1,000 for each second you beat the courses best time. If any fines have been levied on you they will be subtracted from the total winnings at this time.

In the event of a tie the bikini clad beach babes will demand an instant replay . . .

How can you turn them down?

It's a photo finish!

THE DRYDOCK

If you find that after the race your Eliminator's hull is hashed beyond recognition and improvements are badly needed, there's no need to fear, the Drydock is here. In the dock not only can you repair any or all damage done to your boat from the previous race, but you can also upgrade your boat in four different areas in 20% increments. Use the prize money from your victories to buy these items.

- Boat repair—
- Engine for more speed—
- Thrusters for better accleration—
- Hull strength improvements—
- More responsive steering—
- Current status of both boats—
- Current winnings—
- Current money invested in each boat—

To make improvements push the joypad right or left to cycle through the improvement categories. Pressing either the A or B buttons will allow upgrades if you have enough money for that particular item.

Moving to the checkered flag and pressing the A or B buttons will allow you to exit. At this point you may run the next race.

THE FABULOUS BOATER BULLIES, ROUGH, TOUGH, AND HUFFY!

You'll have to race against these eight opponents. Each has racing traits and temperments which offer you opportunities to use different strategies to beat not only the current opponent, but Disaster Don as well.

SEASICK SIDNEY — Rough him up a little and eventually he'll lose it, in more ways than one.

AQUARIOUS REX — To beat this guy check your horoscope for the day's destiny and pray for a Kharma boost.

VICIOUS VICKEY — She's mad, bad and dangerous to know.

SURFER BOB — Hey dudes, to shread on this buy you've got to be truly chillin' with the waves. Groovy!

WEIRD WILLEY — He says his boat is powered by lima beans, so's his brain.

MANGLER MIKE — He's slammin', he's jammin', he's bad.

VERONICA ALABASTER — Oh Baby! She's all class, she's cool and collected. Dethrone Don and you'll be seeing her again.

DISASTER DON — The almighty world champ, with good reason. Dethrone him and the boating title is yours! Good luck!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

Electro Brain Corp., Inc. warrants to the original purchaser of this Electro Brain Corp. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electro Brain Corp. software program is sold "as is," without express or implied warranty of any kind, and Electro Brain Corp. is not liable for any losses or damages of any kind resulting from use of this program.

Electro Brain Corp. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electro Brain software product, postage paid, with proof of date of purchase, at its Factory Service Center.

To receive this warranty:

1. **DO NOT return your defective Game Pak to the retailer.**
2. **Notify the Electro Brain Corp. Factory Service Center at 573 East 300 South, Salt Lake City, Utah 84102 (801-531-1867). When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong.**

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electro Brain Corp. software product has arisen through abuse, unreasonable use, mistreatment, or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRO BRAIN CORP. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ELECTRO BRAIN CORP. BE LIABLE FOR ANY SPECIAL INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRO BRAIN CORP. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

WARNING:

DO NOT USE WITH FRONT OR REAR PROJECTION TV. Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither (insert Licensee name) nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY — READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.